Juan Rodriguez - 2 to 4 players

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PLAY WITH: The deck of 100 cards (setting the help cards aside).

*FIRST read the Toutilix basic principles!

OBJECT: Write 5-letter WORDS or FRAGMENTS of words to get rid of your cards.

SET UP: Shuffle the cards and deal 4 to each player. The rest goes into a draw pile in the middle. Each player looks at their cards and places one in front of them, face up.

HOW TO PLAY: The youngest player starts playing, in 4 steps:

1/ Place a card right before, right after, or on top of the card in front of you while saying a word that contains all the visible letter(s) in order. The cards will remain in that order for the rest of the hand.

2/ Next, if you'd like to get rid of any cards to draw new ones, you can place 1 card next to each player's card(s) of your choice and say a word.

3/ Announce when you're done.

4/ Take new cards from the draw pile so you have 5 in total (including each pile of cards in front of you, which counts as 1 card). For example:

If you have 1 card in hand and 2 piles of cards in front of you: take 2 cards so you have 3 cards in hand and 2 piles = 5 cards.



The next player does the same thing, and so on.

When you place all your cards on the table AND write a 5-letter word or fragment, you win that word or fragment. Take ALL the cards on the table, setting them aside as winnings in a pile face down next to you. Every time you win cards, set them aside in a separate pile so you can keep track of the number of words you have won.

Then take 4 new from the pile cards and play again, putting 1 new card in front of you.

Star: Stands in for all the letters.

Firecracker: You can only place it on a **pile** with several cards (not a single card), either in front of you or someone else. Take the firecracker and the cards under it and place them immediately under the draw pile, then draw a new card. If the firecracker leaves an empty spot between the remaining cards, push them together.



If you can't think of a word using your cards or someone else's but haven't said you're finished:

The first player with an idea can start a **countdown**. If you haven't played a card when the time's up, the one who started the countdown can play one of their letters or stars in front of you. They say a word, draw a card, and take their turn immediately! Play then continues clockwise.

If no one has any ideas, the player who can't think of a word during their hand MUST place ALL their cards under the draw pile (including all the ones in front of them). They then take 4 cards and play again.

Play continues until the draw pile is finished, as long as at least one player can go.

THE WINNER is the one who has won the most 5-letter words or fragments.



Illustrations by Bony: laviedebony.blogspot.com. Internation by Diana Huet de Guerville